



Adobe® Premiere Pro CS5 Beginners - Intermediate

Duration: 3 Days

Overview:

Adobe PREMIERE Pro CS5 is a flexible, dynamic and efficient Audio and Video editing system that allows you to organize, view, and edit your footage.

You will be skilled in the art of content development and editing: working with green/ blue screen keying, multi-camera synching and the application of Title / Credit rolls.

Pre requisites:

A good knowledge of the computer operating system is necessary.

Syllabus - Adobe Premiere Pro CS5 Beginners - Intermediate

Getting started

Overview of Broadcast Standards, frame rates and Project Settings

Outlining the Video Editing and authoring workflow basics

DV Formats PAL / NTSC / SECAM / HD

Tapeless Workflows

Pixel Aspect Ratio / Adobe Photoshop

Capturing content from Camera, Monitoring Critical info

Adobe Bridge: Navigating and Previewing your Files / Metadata

MetaData Workflow

Working with Workspace Windows

The Project Window

The Timeline Window: Track Management

The Monitor Window: Source and Program Views

Creating a Basic Rough Cut

Production Workflow Shortcuts

Starting a Project

General Settings

Standard Timebase

Measuring Time: Timebase and Frame Rates

Understanding the HD editing possibilities in Realtime (CS5)

Video Settings/ Audio Settings

Mercury Playback Engine (CS5)

Keyframe and Rendering Options

Saving And Loading Project Settings

Comparing Settings

Saving Settings

Opening an Existing Project

Linking Files and Project Architect

Organizing Clips

Storing Clips in Bins and Libraries

Project, Bin and Library Window Display Options

Naming, Finding and Deleting Clips

Palettes

- Working with Palettes
- The Info Palette
- The Navigator Palette
- The Commands Palette
- The History Palette

Preparing and Importing Clips

- Importing Video Content
- Import Options
- Capturing Video for OFF and Online Editing (Theory)
- Online vs Offline Editing
- Preparing to Capture Video
- Supported Audio and Video File Formats
- Workflow Considerations: Timeline and Synching for Multi Camera Striking a Tape (Theory)

Editing Video

- The Monitor Window
- Displaying a Clip
- Viewing Safe Zones
- Monitor and Window Controllers
- JKL and Jog Controls

The Timeline Window

- Moving around the Timeline
- Customising Track Views
- Mini Flowchart
- Hiding Tracks
- Adding, Naming and Deleting Tracks
- Searching Timeline Project
- Specifying Source and target Tracks
- Locking and Unlocking Tracks
- Characteristics of a Locked Track
- Editing In and Out Points -Options
- Marking and Finding Points
- Applying Markers and Comments
- Nested Compositions

Editing and Scaling Clips

- Duration and Speed
- Storyboards
- Freezing Frames
- Rolling / Ripple / Slip / Slide Edits
- Splitting Clips
- Cutting and Pasting Clips
- Lifting / Extracting / Deleting Clips
- Linking Video and Audio Clips
- Using the Trim View

Final Playback Speed

- Previewing Your Project
- Previews Ram and Realtime
- Previewing -Scrubbing and Screen
- Previewing from RAM
- Fullscreen Playback

Introduction to Effects

- Working with Effects
- Applying and Controlling Effects

Special Effects

- Adding Transitions: Fades, Dissolves and Wipes
- Transitions Palette
- Creating / Customising Transitions
- Working in A / B Editing Workspace
- Previewing Transitions
- Specifying and Adding transitions
- Effects Panel and Workings
- Applying custom effects (Keyframes animation)
- Keying and UltraKeyer Effect (CS5)
- MultiCam Editing

Final Video Output

- Output Settings
- Specifying Compression settings and guidelines
- Export File Type Options

Resources and Extras

- Working with the Help files
- Resources for further development